

ABSTRACT

A method for improving the performance of a distributed object model over a network is disclosed. A client computer contains a client object which can call an interface on a server object located on a server computer. On the server side, the RPC dispatching layer is circumvented by providing a pointer into the DCOM dispatching layer directly from the RPC utility layer. The client can therefore specify an interface using only an interface pointer identifier, and need not also specify a RPC interface identifier. The DCOM dispatching can then call the appropriate stub for the interface specified by the client with the interface pointer identifier, while taking advantage of the RPC utility layer to perform security checking, thread management, socket management, and association management.